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Dated: April 7, 2006

Signature: 
Daniel G. Nguyen

3714
1 FW

Docket No.: 47079-00077USPT
(PATENT)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of:
Bradley A. Rose

Application No.: 09/688501

Group Art Unit: 3714

Filed: October 16, 2000

Examiner: A. P. Rada

For: METHOD OF TRANSFERRING GAMING
DATA ON A GLOBAL COMPUTER
NETWORK

TRANSMITTAL LETTER

Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

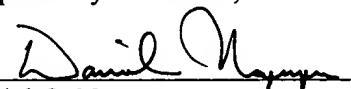
Enclosed are the following items for filing in connection with the above-referenced Patent Application:

1. Statement of substance of interview (6 pages)
2. Acknowledgement postcard

The Director is hereby authorized to charge any deficiency in the fees filed, asserted to be filed or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Deposit Account No. 10-0447, under Order No. 47079-00077USPT.

Dated: April 7, 2006

Respectfully submitted,

By 
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Dated: April 7, 2006

Signature: 

Daniel G. Nguyen

Docket No.: 47079-00077USPT
(PATENT)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Patent Application of:
Shridhar P. Joshi

Confirmation No: 3225

Application No.: 09/688501

Art Unit: 3714

Filed: October 16, 2000

Examiner: Alex P. Rada

For: METHOD OF TRANSFERRING GAMING
DATA ON A GLOBAL COMPUTER
NETWORK

STATEMENT OF SUBSTANCE OF INTERVIEW

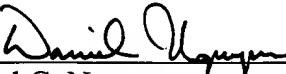
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Dear Sir:

Applicant submits this Statement of Substance of Interview in accordance with 37 CFR 1.133(b), MPEP § 502.03 and § 713.01 for a telephone interview on March 1, 2006, regarding Applicant's proposed claim amendments (reproduced herewith). During said interview, Applicant attempted to explain various player benefits that are available only through the remote gaming system/method of the claimed invention, including the ability to play the same "lucky" gaming machine in both a gaming establishment **and** from at home. No agreement was reached and the proposed amendments were not entered. Applicant thanks the Examiner for the courtesy extended during the telephone interview.

Dated: April 7, 2006

Respectfully submitted,

By 
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PROPOSED AMENDMENTS DISCUSSED DURING TELEPHONE INTERVIEW

Claims 1-36. (Cancelled)

37. (Currently Amended) A remote gaming method comprising:
accessing, via a remote terminal, a gaming site on a global computer network connected to
said remote terminal;
providing, via said remote terminal, personal identification information to said gaming site;
selecting, via said remote terminal, a game of chance from a plurality of physical gaming
machines located at a gaming establishment for remote play, said remote terminal
being located outside said gaming establishment, said physical gaming machines
playable by a player at said gaming establishment;
placing, via said remote terminal, a wager for playing said selected game; and
receiving randomly-generated text or graphical outcome data at said remote terminal for said
selected game, said outcome data being generated by one of said plurality of physical
gaming machines at said gaming establishment and relayed to said gaming site
through a gaming server connected to said gaming site.

38. (Currently Amended) A remote gaming method using a gaming server, a remote terminal,
and a gaming site on a global computer network, said gaming server being located at a gaming
establishment, said remote terminal being located outside said gaming establishment, said gaming
site being provided on said global computer network, the method comprising:

receiving, at said gaming server, personal identification information, game selection
information, and wager information from a player accessing said gaming site via said
remote terminal, said remote terminal being connected to said global computer
network;

randomly generating outcome data at one of a plurality of physical gaming machines
communicatively coupled to said gaming server, said outcome data being generated
for a game selected according to said game selection information, said plurality of
physical gaming machines being located at said gaming establishment and playable
by said player at said gaming establishment;

receiving said outcome data at said gaming server; and

transmitting said outcome data from said gaming server to said gaming site for display to said player on said remote terminal in text or graphical form.

39. (Currently Amended) A method for playing a physical gaming machine located inside a gaming establishment from a remote terminal located outside the gaming establishment comprising:

establishing a communication link between said remote terminal and a gaming site on a global computer network, said gaming site in communication with a gaming server for collecting outcome data from physical gaming machines located inside the gaming establishment;

selecting a physical gaming machine at said gaming establishment using said remote terminal;

making a wager to play the selected physical gaming machine;

receiving outcome data, including game outcome, at said remote terminal resulting from a play of said physical gaming machine; and

generating a payout if said game outcome meets predetermined criteria.

40. (Previously Presented) The method of claim 39 wherein said outcome data comprises information identifying the value of said payout; and further comprising the step of using said payout information to simulate a display of said game outcome at said remote location.

41. (Previously Presented) The method of claim 39 further comprising using said outcome data to simulate a display of said game outcome on said remote terminal.

42. (Previously Presented) The method of claim 39, wherein said selected gaming machine comprises a slot machine and wherein said game outcome data includes a reel position.

43. (Previously Presented) The method of claim 39 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.

44. (Previously Presented) The method of claim 39 wherein said step of receiving outcome data includes receiving outcome data from a plurality of gaming machines for remote play.

45. (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving a gaming machine identifier.

46. (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving a gaming machine type.

47. (Previously Presented) The method of claim 44 wherein said step of receiving outcome data includes receiving player preferences.

48. (Previously Presented) The method of claim 39 wherein said selected gaming machine comprises a slot machine and wherein said game outcome comprises information identifying a reel position of said gaming machine; and further comprising the step of using said outcome information to display said reel position on said remote terminal.

49. (Previously Presented) The method of claim 39 and further including the steps of receiving a player identifier; and transmitting said player identifier for identification of said player.

50. (Previously Presented) The method of claim 39 wherein said game outcome results from the server initiating game play on the selected gaming machine.

51. (Previously Presented) The method of claim 39 wherein said game outcome results from the manual game play on the selected gaming machine.

52. (Currently Amended) A remote computer for the remote play of a local-physical gaming machine located within a gaming establishment and connected to a gaming server, the remote computer being located outside said gaming establishment, said remote computer connected to a gaming site through a global computing network served by said gaming server, said remote computer comprising:

a microprocessor;

memory connected to said microprocessor and including instructions for controlling said microprocessor; and

said microprocessor being operative with said instructions in said memory to:

receive information identifying a plurality of local-physical gaming machines located within said gaming establishment from a gaming server, said physical gaming machine playable by a player at said gaming establishment;

transmit data selecting of at least one said plurality of local-physical gaming machines for remote play;

receive a text or graphical outcome resulting from a local play of each said selected local-physical gaming machine; and

generate a payout if said outcome meets predetermined criteria.

53. (Previously Presented) The remote computer of claim 52 wherein said selected gaming machine comprises a slot machine and wherein said outcome includes a reel position.

54. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving information selecting at least two of said plurality of local gaming machines for remote play.

55. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving a gaming machine identifier.

56. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving a gaming machine type.

57. (Previously Presented) The remote computer of claim 52 wherein said operation of receiving information includes receiving player preferences.

58. (Previously Presented) The remote computer of claim 52 wherein said selected gaming machine comprises a video poker machine including a display for displaying a poker hand.

59. (Previously Presented) The remote computer of claim 52 wherein said outcome comprises data identifying the value of said payout; and further comprising the operation of using said payout data to simulate a display of said outcome at said remote location.

60. (Previously Presented) The remote computer of claim 52 wherein said outcome comprises information identifying a reel position of said selected gaming machine; and further comprising the operation of using said outcome data to display said reel position at said remote location.

61. (Previously Presented) The remote computer of claim 52 further including the operations of: receiving a player identifier; and transmitting said player identifier for identification of said player.

62. (Currently Amended) A remote computer located outside a gaming establishment, said gaming establishment having a plurality of physical gaming machines linked by a gaming server, said remote computer connected to a gaming site through a global computing network served by said gaming server comprising:

means for receiving information identifying a plurality of local-physical gaming machines each engaged in play by a player within said gaming establishment;

means for transmitting data from said remote computer for selecting at least one of said plurality of local-physical gaming machines for information transfer;

means for receiving a text or graphical outcome resulting from a play of said selected local-physical gaming machines; and

for generating a payout if said outcome meets predetermined criteria.